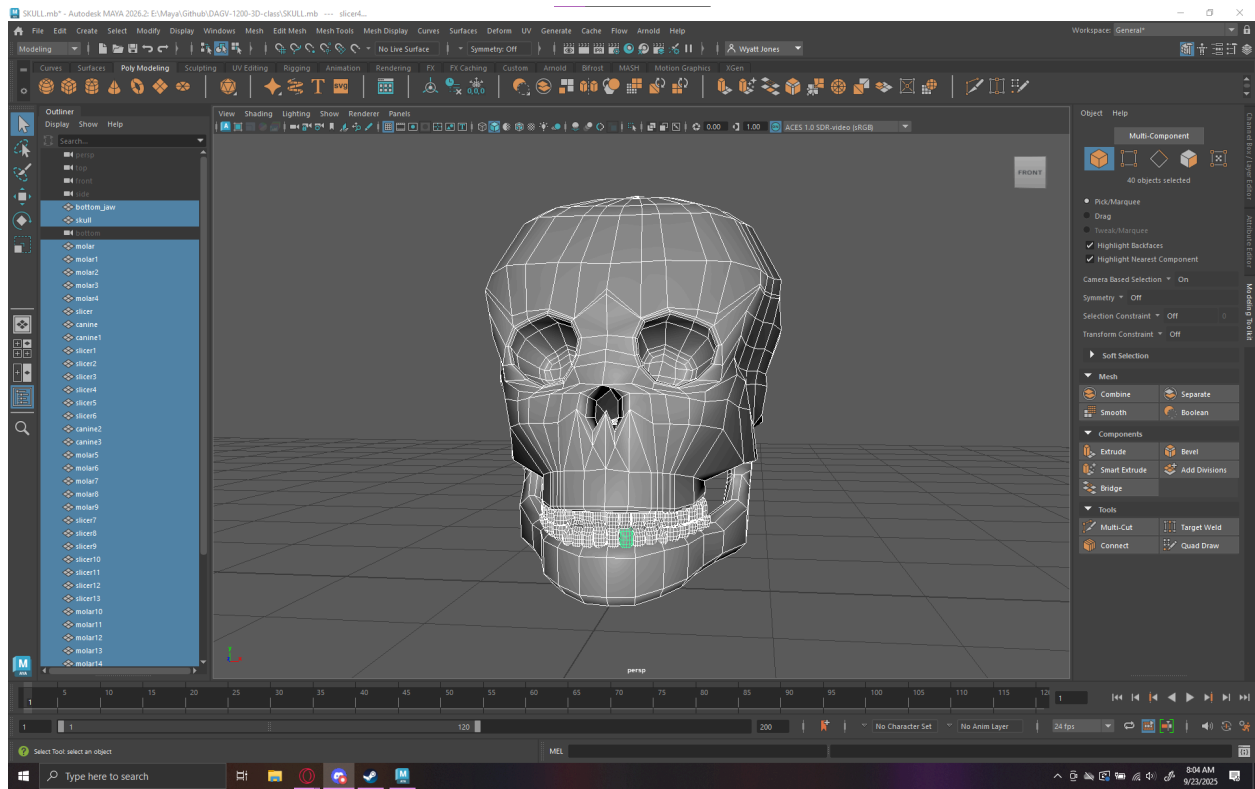
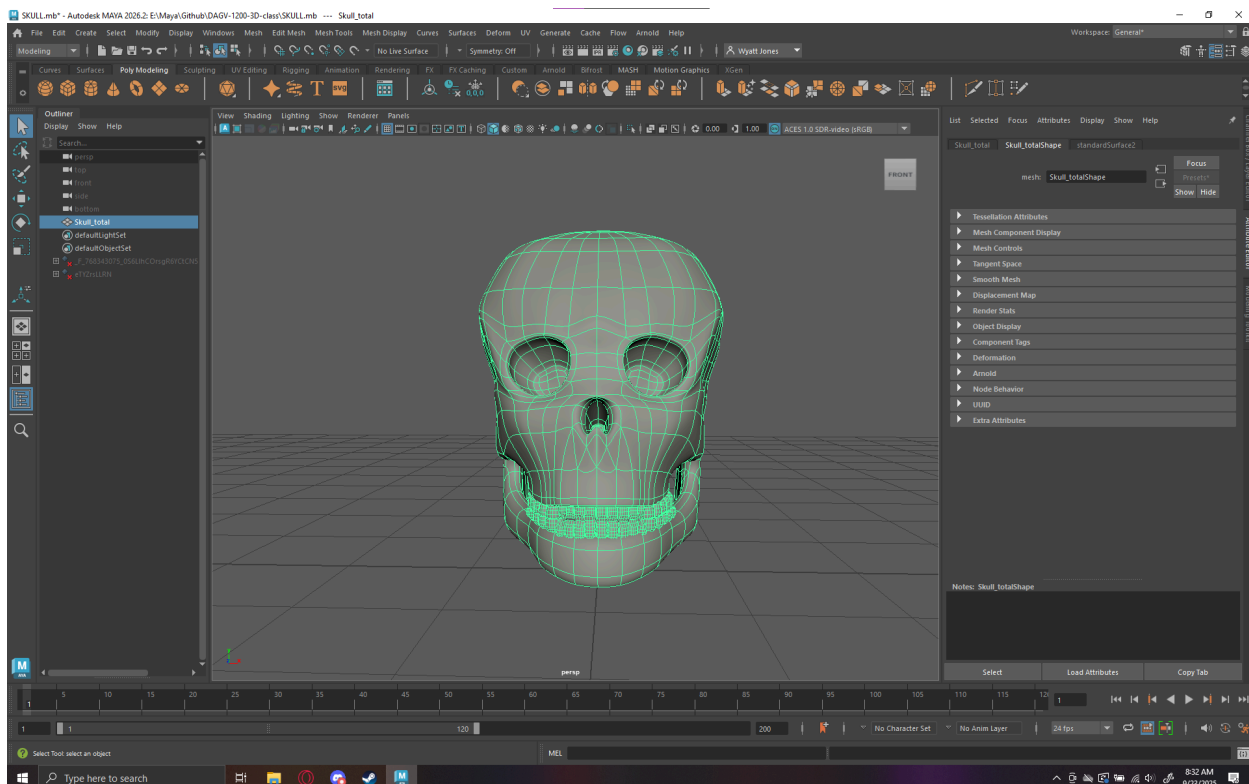
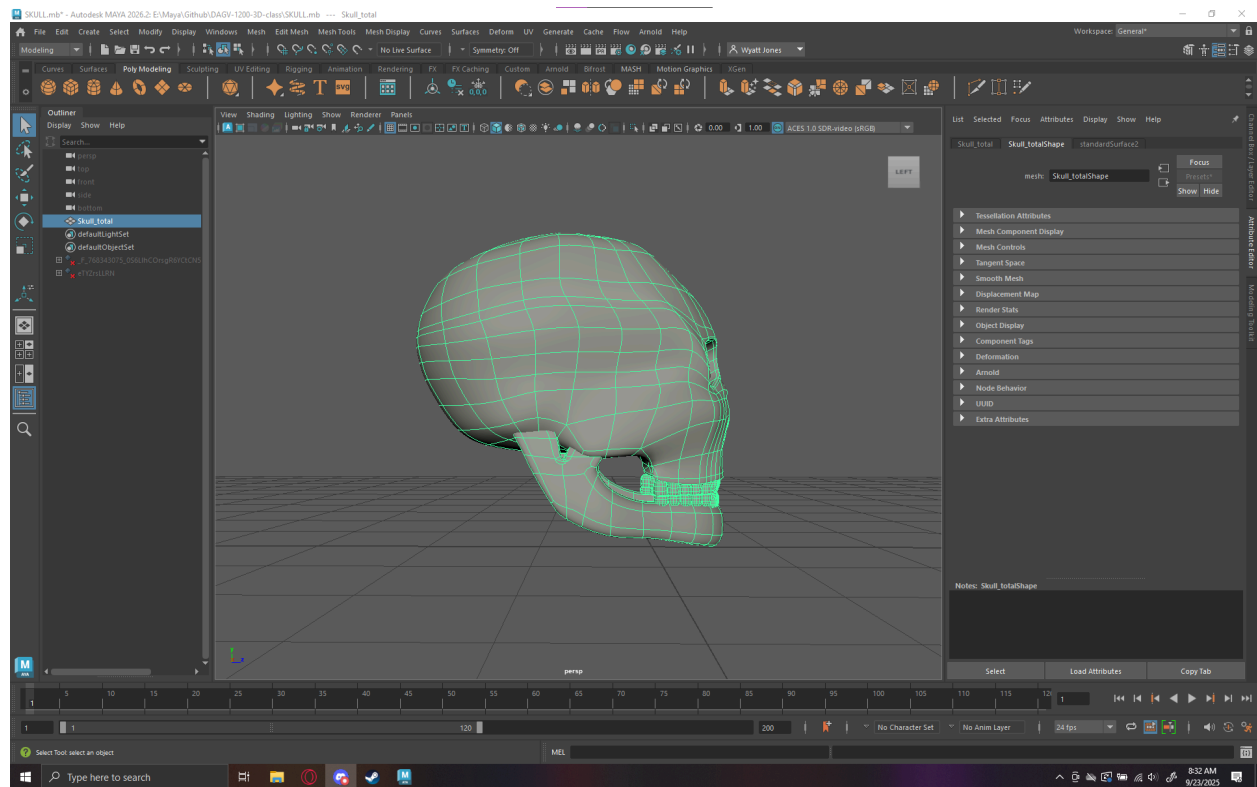


Started with a cylinder and cube to block out the skull's shape, with the cylinder cut in half. From here I worked the shape to be closer to a skull, and then cut the nose and eye holes

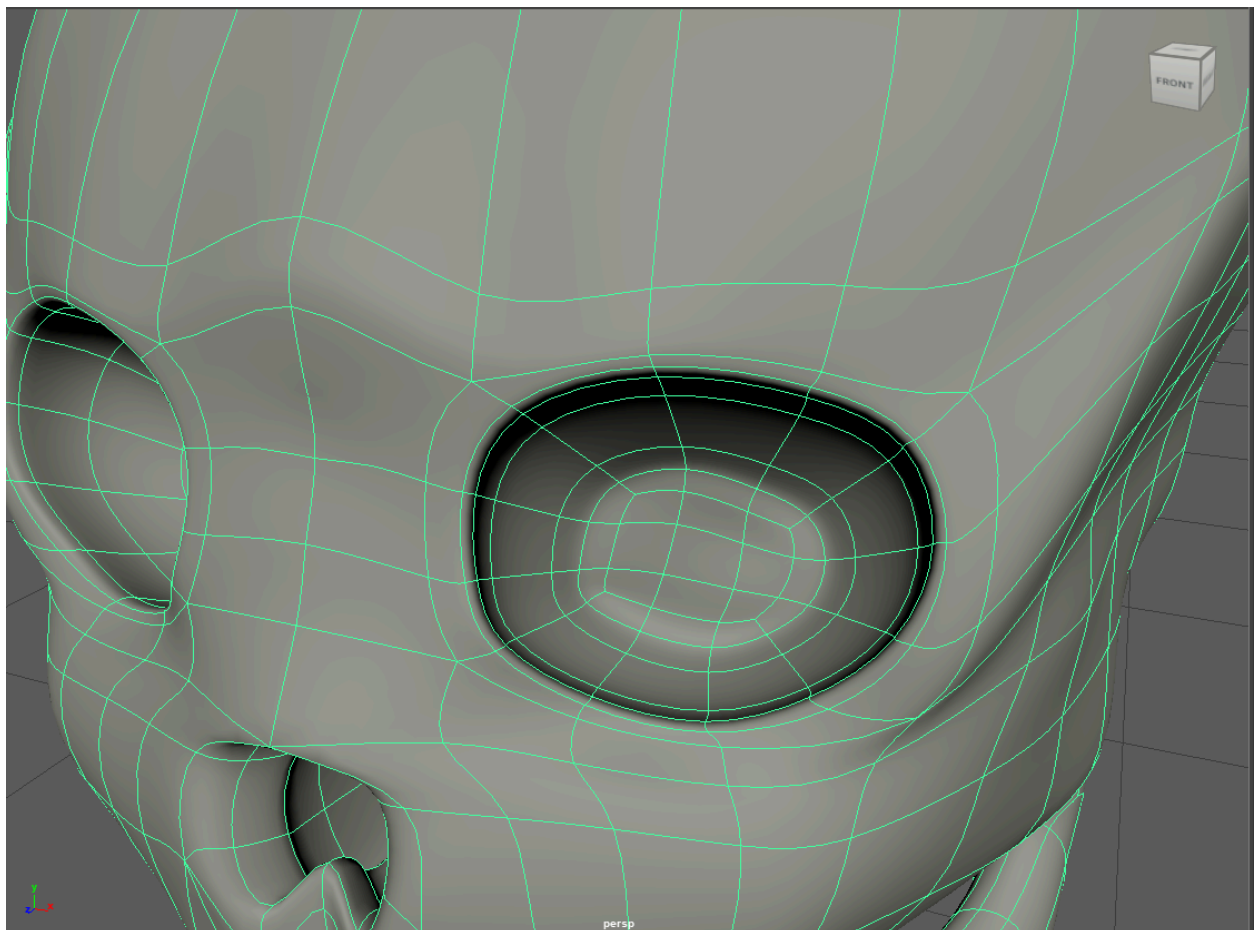


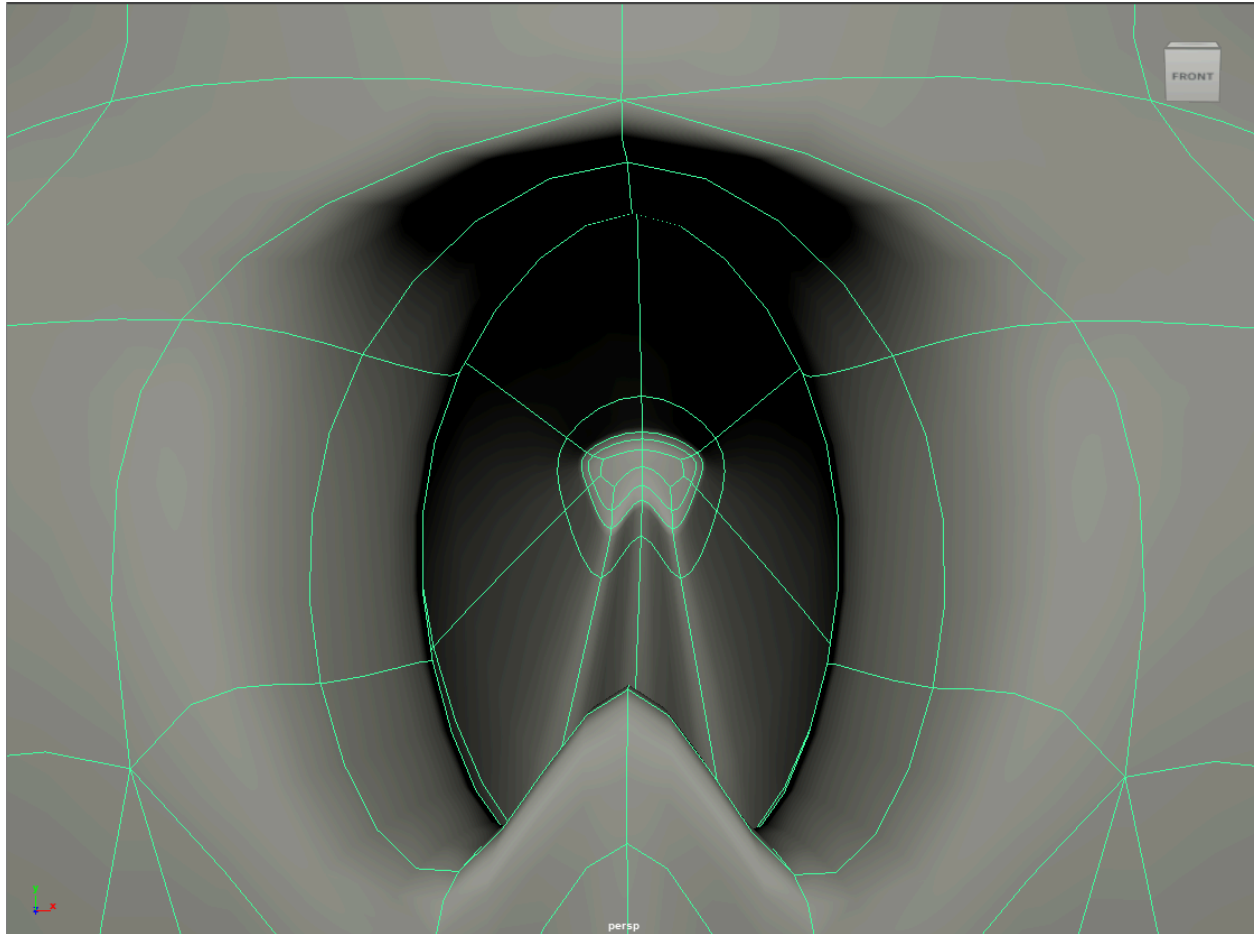
I then cut around the holes to make them fit better and match edge loops. As well as completing the loops around the skull from the eyes. From here I slightly moved the eyes down and then cleaned up the model by reshaping the loops in the eyes and nose and erased the history on the object. I also joined the object into one, and centered the pivot and froze translations.



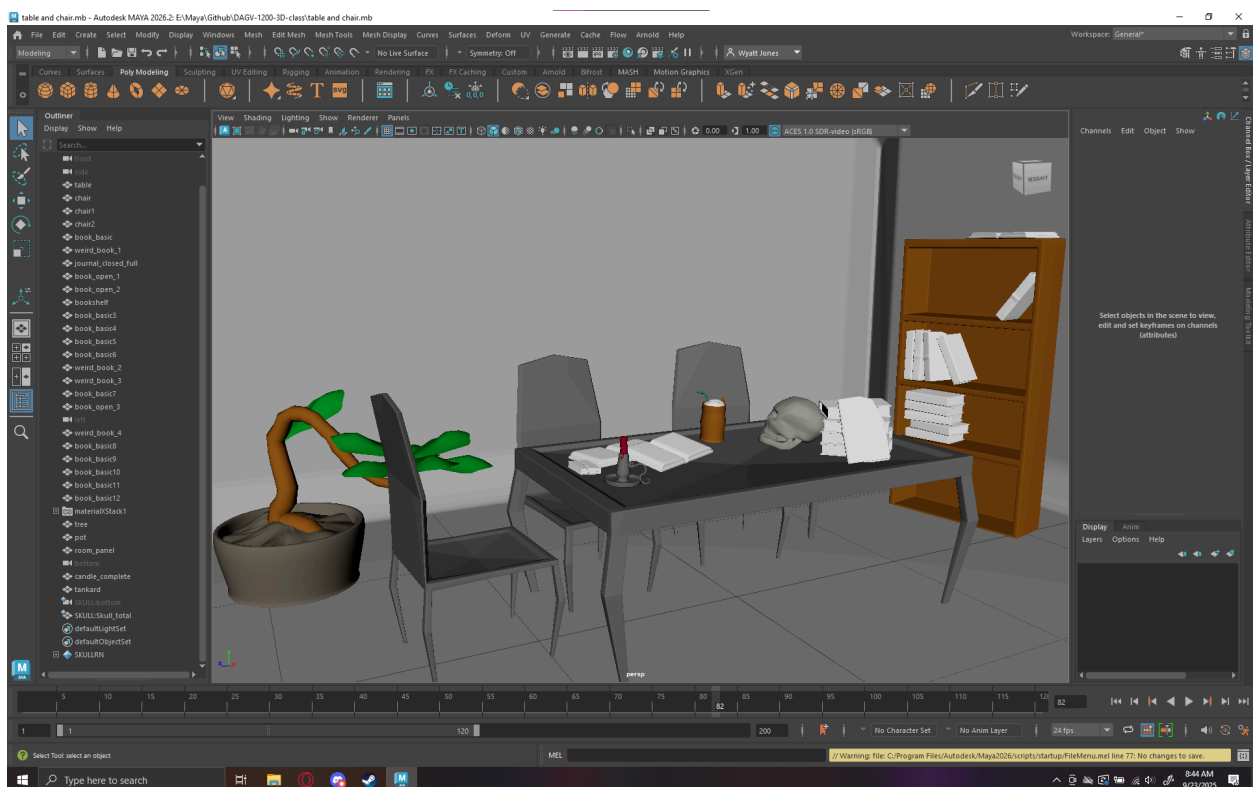


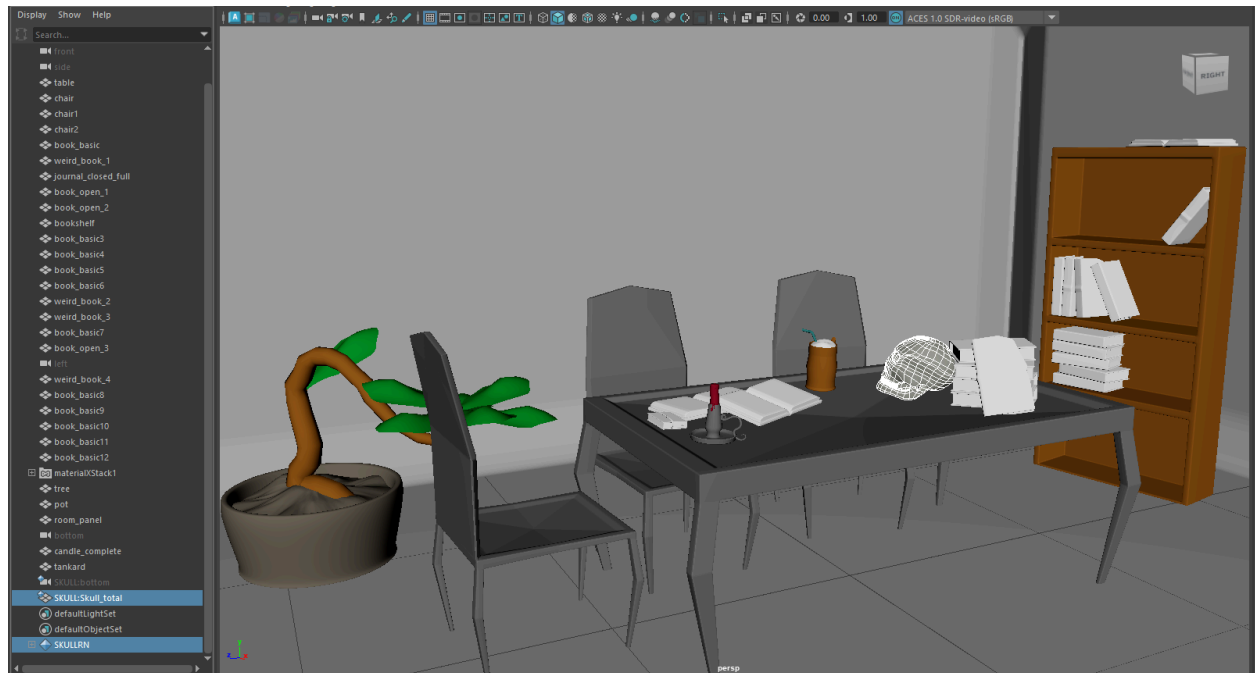
Below are examples of the loops in eyes and nose:





From here I saved my project and then referenced it into my main room scene:





GITHUB link: <https://github.com/Squishitron/DAGV-1200-3D-class>